THE SOFTWARE TOOLWORKS' STAR WARS CHESS

User's Guide

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REVEAL™
COMPUTER PRODUCTS

THE SOFTWARE TOOLWORKS' STAR WARS® CHESS

Quick Start Card

MPC System Requirements

The Software Toolworks' Star Wars® Chess requires the following system components:

- IBM® PC 80386 - 33 MHz required (486DX-33 or faster recommended)
- 4 MB of memory or greater
- SVGA Graphics video adapter (640x480x256 colors) or better
- MPC-rated sound card and CD-ROM drive
- Windows™ 3.1 or better
- Microsoft® mouse or 100% compatible
- MSCDEX Version 2.2.1 or higher

Launching the MPC Program

You can install and run The Software Toolworks' Star Wars Chess from the Windows™ Program Manager.

MPC Version

To install the program on your hard drive and run it under Windows™, follow these steps:

1. Put the disc in your CD-ROM drive, label side up.
2. From the Program Manager, choose **File**, **Run**.
3. In the Command Line, type **D:\WINSETUP.EXE** then choose **OK**.
   Note: If your CD-Drive is another letter, such as E, substitute E: for D: in the Command Line above.
4. Follow the onscreen instructions to complete the installation.
5. To run the program under Windows, make sure the disc is loaded in your CD-ROM drive and double-click the application icon.

Exiting to Windows

You can exit The Software Toolworks' Star Wars Chess and land in Windows with either:

Mouse: Click the Exit command button on the Main Menu ; then click the Thumbs Up command button to confirm that you want to exit.

Keyboard: Press ALT F4

Battling Pieces on the Chessboard

When you launch The Software Toolworks' Star Wars Chess, the chessboard appears with the opposing sides lined up for a galactic battle. The cursor appears onscreen as a small arrow.

Mouse

You can choose menu commands or move the onscreen characters with the mouse to direct your chess game:

- To move a piece on the chessboard, click the piece and drag it to the square you want.
- To choose a menu command, click the command button. To find out what a command button does, just point to it and read the display on the bottom right of the screen.

MPC Menu Quick Reference

Game Menu

Demo Mode	Start a demo game
New Game	Reset a new board
Load Game	Load a saved game
Save Game	Save the game in progress
Settings	Load, save, or restore your current settings
Back	Return to the Main Menu

Play Menu

Select Players	Pick human and/or computer players
Look & Feel Menu	Set board rotation, music, and animation options
Setup Game	Set up a position or practice special situations
Show Captured Pieces	See all pieces captured so far
Back	Return to the Main Menu

Actions Menu

Switch Sides	Choose to play White or Black
Force Move	Force the computer to move
Take Back Move	Take back the last move
Replay a Move	Replay the last move that you took back
Offer Draw	Ask the computer to agree to a draw
Back	Return to the Main Menu

Mentor Menu

Hint	Ask for a hint
Play Level	Set the game difficulty
Back	Return to the Main Menu

Minimize

Reduce to icon in Windows.

Exit

Quit OK	Quit the program
Quit Cancel	Return to the Main Menu

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Part I: Welcome Aboard

I am Obi-Wan Kenobi, Jedi Master.
Welcome to The Software Toolworks' Star Wars Chess!

The Rebellion against the evil Empire moves from the Death Star to the chessboard. Luke Skywalker, the White King, needs your help to command the Rebel Alliance and lead them to victory against the evil Emperor and his forces of Darkness. May The Force Be With You, as you experience the timeless challenge of chess on a chessboard that is a galaxy far, far away...

Jedi Handbook

The Software Toolworks' Star Wars Chess is a game for chess players in any galaxy. In this chapter, meet the characters and the moves they make as pieces on the chessboard.

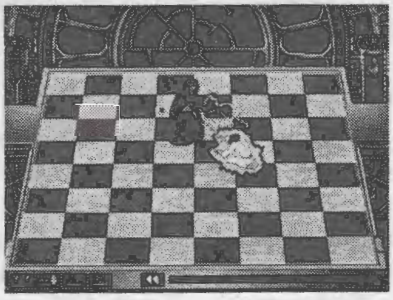
This manual has three main sections. *Part I: Welcome Aboard* presents some general information about chess. *Part II: MPC* explains the specifics for running the program in Windows and describes the MPC menus. *Part III: DOS* explains how to run the program from DOS and use those menus.

Mission Objective

The goal of chess is to checkmate your opponent's King. In standard chess games, the King is not captured and removed; instead, he is surrounded so that he cannot move. When a King is attacked, he is checked and must get out of check on the next move. If he cannot escape, the position is a checkmate and the checkmated side loses.

The Pieces

White always moves first, then the players take turns. You can move one piece during each turn, except in *castling*, where you can move your King and a Rook (see *Special Moves* on page 10). The Knight is the only piece that can jump over other pieces. All other pieces must move along unblocked horizontal, vertical, or diagonal lines. You cannot have two of your own pieces on a square, but you can capture an enemy piece by landing on the square where it is standing. When you capture an enemy, normally you remove it and put your own piece there. In The Software Toolworks' Star Wars Chess, there is a dramatic battle when a piece is captured!

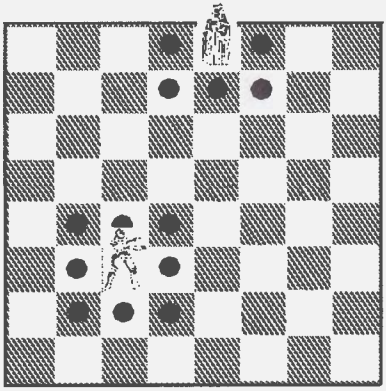


The Kings - Luke Skywalker & The Emperor

The Kings are the most important pieces in the game. When your King is checkmated (trapped), you lose. Except for *castling*, the King can only move one square in any direction, as shown by the dotted squares in the diagram. The King may not move into check, which is any square threatened by an enemy piece.

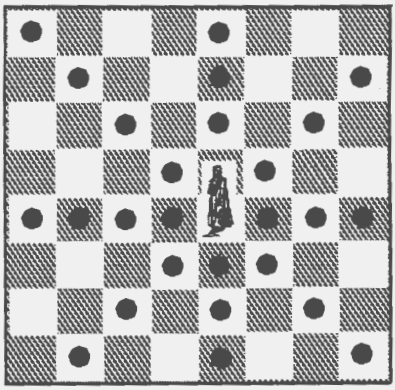
Luke Skywalker is the White King. Once a farm boy on the remote planet of Tatooine, Luke was tutored in the ways of the Force by the Jedi Masters, Obi-Wan Kenobi and Yoda. Now young Skywalker is a Jedi Knight. He carries the light-saber once used by his father, a Jedi Knight destroyed by Darth Vader.

The Emperor is the Black King and Supreme Ruler of the Galactic Empire. Despite his old, decrepit appearance and use of a gnarled cane, the Emperor possesses incredible powers from his mastery of the Dark Side of the Force. His power exceeds even that of his servant Lord Vader, and can be seen issuing from his fingers as arcs of evil energy.



The Queens - Princess Leia & Lord Darth Vader

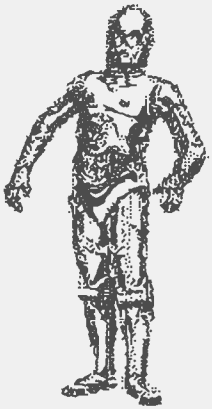
The Queens are the most powerful attacking pieces in the game. The Queen can move any number of squares in any direction that is not blocked, as shown by the dotted squares in the diagram below.



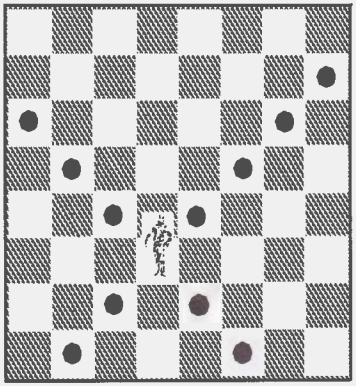
Leia Organa is a senator from her home planet of Alderaan, and secretly a leader of the Rebel Alliance. Once captured by Darth Vader, Leia was freed by Luke and his companions. She now continues to lead the Rebellion against the Empire. Leia's talents as a leader are matched by her prowess with a blaster and other weapons.

Darth Vader, Lord of the Sith, is a Master of the Dark Side of the Force. Once schooled by Obi-Wan Kenobi, Vader succumbed to the Dark Side and now seeks to destroy the Rebel Alliance. He is adept at mind control, levitation, and use of the lightsaber.

The Bishops - C-3PO & Boba Fett



The Bishop can move any number of squares in a diagonal direction that is not blocked, as shown by the dotted squares in the diagram below. Each side has one Bishop on a White square and another on a Black square. Each Bishop is restricted to diagonal moves along its colored squares.

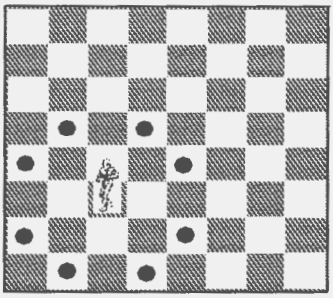


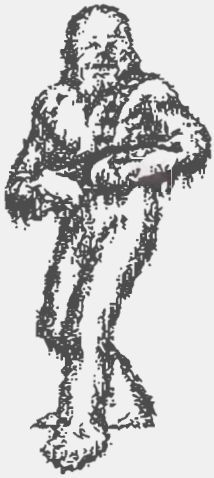
C-3PO is a protocol droid who can translate millions of Galactic languages. Once owned by Captain Antilles, C-3PO was forced to flee with R2-D2 when Darth Vader destroyed the captain's Rebel Blockade Runner. Threepio now finds himself involved in a rebellion that he is ill-suited to fight. Most of C-3PO's battle successes involve unfortunate accidents to his opponents.

Boba Fett is a bounty hunter hired by Darth Vader to locate Luke Skywalker and his companions. Fett followed the Rebels to the Cloud City of Bespin in his ship, the *Slave I*, and summoned Darth Vader. After Vader encased Han Solo in carbonite, Boba Fett took Han to collect the bounty on him from Jabba the Hutt. Boba Fett wears a battered suit of armor, which sports assorted weapons, such as wrist lasers, rocket darts, and a jet-pack with flight capability.

The Knights - Chewbacca & Tusken Raiders

The Knight move is a special L-shaped jump and it is the only piece that can jump other pieces on either side. The Knight's jump is 2 squares horizontally or vertically, then 1 more square at a right angle, as shown by the dotted squares in the diagram below. The Knight always lands on a square that is the opposite color from where it starts. The Knight does not capture pieces it jumps; it only captures an enemy when it lands on its square. Each side has two Knights.





Chewbacca is an 8-foot-tall, 200-year-old Wookiee. Known as Chewie to his friends, he is a skilled pilot and a fierce warrior. Enemies should watch out for his paws, blasters, or personal bowcaster.

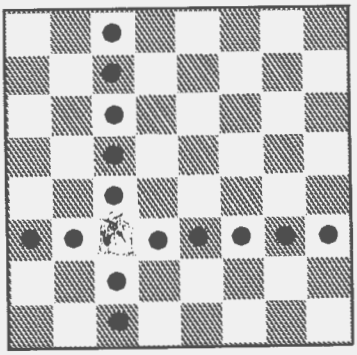
Tusken Raiders, or "Sand People," are native to the desolate deserts of Tatooine, where they roam on banthas and raid local settlers. Their gaderffii sticks are vicious weapons.

The Rooks - Yoda & AT-ST

The Rook can move any number of squares in a horizontal or vertical direction that is not blocked, as shown by the dotted squares in the diagram below. Each side has two Rooks.

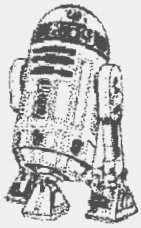
Yoda is the Jedi Master who taught Obi-Wan Kenobi and Luke Skywalker. Yoda has mentored Jedi Knights for over 800 years, and lives on the bog planet of Dagobah. Funny, he is, and a master of levitation and defense.

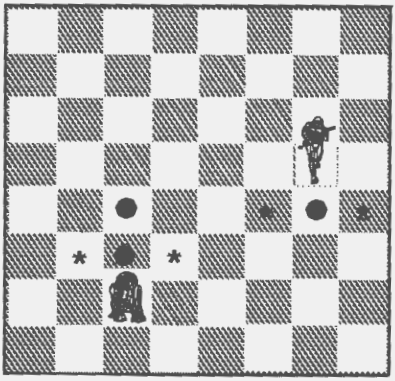
An AT-ST is an All Terrain Scout Transport, also known as a "chicken walker." These Imperial walkers are armed with guns and laser cannons.



The Pawns - R2-D2 & Stormtroopers

The Pawn moves straight ahead, but captures diagonally. On its first move, the Pawn has the option of moving 1 or 2 squares (assuming it is unblocked); after that, it may only move 1 square. In the diagram below, the dotted squares show possible forward moves, and the asterisked squares show possible captures. Note that the White Pawn has 2 possible forward moves (first move), but the Black Pawn has 1 possible forward move, because it has already moved. If a Pawn gets to the other side of the board (row 8), it is promoted to a Queen.





R2-D2 is an astromech droid: an information-retrieval and computer-repair robot. The beeps and whistles Artoo uses for communications are usually interpreted for others by his companion C-3PO. His outer panels hide a variety of useful tools.

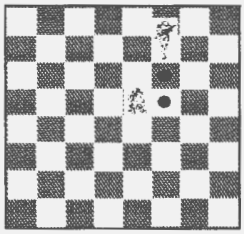
Imperial Stormtroopers are the pawns of the dark side. They wear white armored suits, and aren't very accurate with their weapons.

Special Moves

There are two special moves that are important in chess: *En passant* and *castling*.

En passant

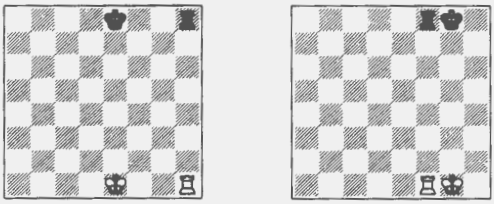
This move, from Earth's "French" language, means "in passing" and is a special Pawn capture. The capture is made when a player moves a Pawn two squares to avoid capture; however, the capture is made exactly as if the player had only moved the Pawn one square.



In the diagram above, the Black Pawn moves up two dotted squares. On its turn, the White Pawn may capture the Black one by moving behind it. If the White player does not execute this move on its next turn, that Black Pawn is safe from *en passant* capture for the rest of the game. Note that each Pawn can be threatened in this way.

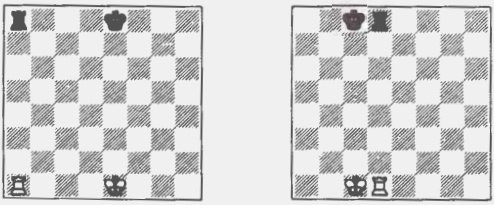
Castling

Each player may castle once during a game, if certain conditions are met. *Castling* lets you move two pieces at once: your King and a Rook. The King moves two squares left or right toward one of his Rooks. At the same time, the Rook goes to the square beside his King that is toward the center of the board, as shown in the diagrams below.



Kingside Castling

Before After



Queenside Castling

Before After

To *castle*, neither piece may have moved before. Also, the King may not *castle* out of, into, or through check. Finally, there may not be any pieces of either color between the King and the *castling* Rook.

Castling is an important move, because it lets you move your King to safety, while letting the Rook become more strategically active.

Checkmate, Stalemate, and Draw

Now that you understand how the pieces move, you need to know how to keep your opponent from *checkmating* your King.

You may not move your King into *check*. For example, you may not move him onto a diagonal with the opponent's Bishop if there are no other pieces between the Bishop and your King. If you are in *check*, you have three options:

- Capture the attacking piece.
- Put one of your other pieces between the attacker and your King.
- Move the King away from the attack.

If you cannot do any of these things, you are *checkmated* and you lose!

If your King is not in *check*, but you can make no legal move, then you have a *stalemate* and the game is a *draw* or tie. There are two other technical ways you can have a *draw*:

- **3 Repetition Draw:** If the same board position occurs 3 times during the game, you have a *draw*.
- **50 Moves without Progress:** If 50 moves occur without a capture, or pawn move, you have a *draw*.

Part II: MPC

Launching the Program

You can install and run The Software Toolworks' Star Wars Chess from the Windows™ Program Manager.

MPC Version

To install the program on your hard drive and run it under Windows, follow these steps:

1. Put the disc in your CD-ROM drive, label side up.
2. From the Program Manager, choose **File**, **Run**.
3. In the Command Line, type **D: \WINSETUP.EXE** then choose **OK**.
   Note: If your CD-Drive is another letter, such as E, substitute E: for D: in the Command Line above.
4. Follow the onscreen instructions to complete the installation.
5. To run the program under Windows, make sure the disc is loaded in your CD-ROM drive and double-click the application icon.

Exiting to Windows

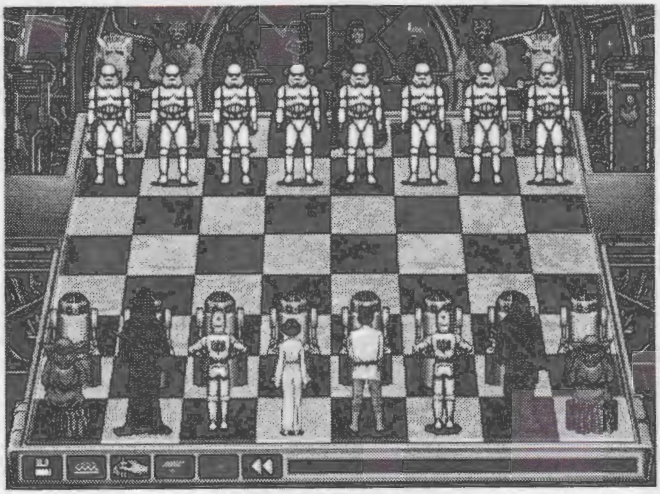
You can exit The Software Toolworks' Star Wars Chess and land in Windows with either:

Mouse: Click the **Exit** command button on the Main Menu ; then click the **Thumbs Up** command button to confirm that you want to exit.

Keyboard: Press (ALT) (F4).

Battling Pieces on the Chessboard

When you launch The Software Toolworks' Star Wars Chess, the chessboard appears with the opposing sides lined up for a galactic battle. The cursor appears onscreen as a small arrow.



The Software Toolworks' Star Wars Chess offers exciting action animation. Each chess piece actually walks from its source square to its destination square, and each capture is a battle! Choose menu commands and direct your battle with the mouse. All commands appear as onscreen command buttons at the lower left edge of the chessboard. When you point to a command button, a description of its function appears in the display at the lower right of the screen.

Mouse

You can choose menu commands or move the onscreen characters with the mouse to direct your chess game:

- To move a piece on the chessboard, click the square where it is standing and drag the ghosted piece to the square you want.
- To choose a menu command, point to the command button and click the left mouse button.

Note: If you move a piece then change your mind, you can choose **Take Back Move** on the **Actions** menu.

Using MPC Menus

The Software Toolworks' Star Wars Chess lets you choose command buttons from menus. To choose a command button with the mouse, just click it.

The Software Toolworks' Star Wars Chess Main Menu includes six command buttons. From left to right, they are **GAME, PLAY, ACTIONS, MENTOR, MINIMIZE**, and **EXIT.** Four of those command buttons bring up another level of menu commands, as shown in the **Quick Reference** below and also as explained in detail.

There are up to three levels of command buttons. To return to a higher level menu, click the **Back** button ◄◄.

Menu Quick Reference

Game Menu

Demo Mode	Start a demo game
New Game	Reset a new board
Load Game	Load a saved game
Save Game	Save the game in progress
Settings	Load, save, or restore your current settings
Back	Return to the Main Menu

For details, see *Game Menu.*

Play Menu

Select Players	Pick human and/or computer players
Look & Feel Menu	Set board, music, and animation options
Setup Game	Set up a position or practice special situations
Show Captured Pieces	See all pieces captured so far
Back	Return to the Main Menu

For details, see *Play Menu.*

Actions Menu

Switch Sides	Choose to play White or Black
Force Move	Force the computer to move
Take Back Move	Take back the last move
Replay a Move	Replay the last move that you took back
Offer Draw	Ask the computer to agree to a draw
Back	Return to the Main Menu

For details, see *Actions Menu.*

Mentor Menu

Hint	Ask for a hint
Play Level	Set the game difficulty
Back	Return to the Main Menu

For details, see *Mentor Menu.*

Minimize

Reduce to icon in Windows

Exit

Quit OK	Quit the program
Quit Cancel	Return to the Main Menu

Game Menu

Use the commands on the **Game Menu** to see capture demonstrations, to save or load games, and to change settings for The Software Toolworks' Star Wars Chess.

Demo Mode
Start a demo game.

New Game
Start a new game. White moves first under the banner of Luke Skywalker.

Load Game
Load the saved game.

Save Game
Save the current game.

Settings Menu

Use the commands on the **Settings Menu** to save or load special settings, and to restore the factory defaults.

Load Settings

Load saved settings.

Save Settings

Save the current settings.

Restore Settings

Restore the default settings shipped by The Software Toolworks, Inc.

Back

Go back to the Game Menu from the Settings Menu. Go back to the Main Menu from the Game Menu.

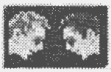
Play Menu

Use the commands on the **Play Menu** to assign the players and where they play on the chessboard, to set music and animation options, to setup games, and to show captured pieces.

Select Players

Use the commands on the **Select Players Menu** to select the White and Black players. That is, the Rebel Alliance against the Empire in *The Software Toolworks' Star Wars Chess.*

Human vs. Computer
Play against your computer and watch out for its dark side!



Human vs. Human
Play with a real live friend (or enemy).

Computer vs. Computer
Watch the computer play against itself.

Back
Go back to the Play Menu. Click again to go back to the Main Menu.

Look & Feel Menu

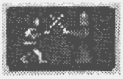
Use the commands on this menu to set the board, board rotation, music, capture, and animation features.

White On Bottom/Top

White starts at the bottom of the chessboard. Click this to place White at the top of the chessboard and the icon changes. Click again to restore White to the bottom.

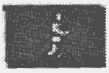
Music On/Off

Toggle music on and off. When music is off, a slash appears through the icon. Click the icon to turn music on and the icon appears without the slash.



Captures On/Off

Toggle capture battle animations on and off. When captures are on, the figures battle as shown. When captures are off, the figures stand side by side. Click the icon again to restore animations.



Walking On/Off

Toggle walking and sliding pieces on and off. When walking is on, Luke appears to be striding. When walking is off, Luke appears to be standing still on the icon. Click again to restore walking.

Change Board

Choose from either chessboard: Throne Room or Space.

Back

Go back to the Play Menu. Click again to go back to the Main Menu.

Setup Game

Instead of starting a new game, you can also arrange the pieces on the board any way you want within the legal limits of chess. This brings up a 2D board with the two Kings on it. A "grid" of pieces appears to the right of the board. Red are the Black or Empire pieces; Blue are the White or Rebels. You may not add more than sixteen pieces per side or put Pawns on the first or eighth row. This command is very handy for setting up endgame positions, practicing checkmates, solving chess problems and exploring alternate lines of play.

To add a piece with the mouse, click and drag it to the square where you want it. To remove a piece, click and drag it anywhere off the board.

Setup Game includes these command buttons:

Clear

Removes all pieces from the chessboard except the two Kings. You can then add pieces to set up a position.

New

Set up a new game. You can then remove pieces as you wish.

Done

Exits Setup Game with the board position you designed.

Note: If the setup is illegal, a message appears, and you remain in **Setup Game** until you create a legal setup.

White to Move

Lets White make the next move.

Black to Move

Lets Black make the next move.

Back

Go back to the Play Menu. Click again to return to the Main Menu.

Other Play Menu Options

Show Captured Pieces

See all pieces captured so far.

Back

Go back to the Main Menu.

Actions Menu

Use the commands on the **Actions Menu** to switch sides, force a move, take back a move, replay a move, or offer a draw.

Switch Sides

Change sides, which means the White player takes the Black pieces, and the Black player takes the White pieces. If you choose to play Black, your opponent will move first.

Note: If you choose to play Black, you can rotate the board so that White is at the top (see *Play Menu, Look & Feel Menu*).

Force Move

If you get impatient, use this command to force the computer to move, or to get the computer playing again after a takeback.

Take Back Move

Take back the last move that you made. If you take back a move made by the computer you must use **Force Move** to get the computer to start thinking about its next move.

Replay a Move

Replay the last move that you took back.

Offer Draw

Offer your opponent a draw when you believe no one can win. Your offer is not always accepted.

Back

Go back to the Main Menu.

Mentor Menu

Use the commands on the **Mentor Menu** to ask for advice and to set play level.

Hint

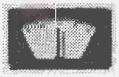
Get a quick hint for your next move. The suggested piece moves from its source to its destination square (and back). You can then make the move if you want.

Play Level

Use the command buttons on this menu to set the level of difficulty for the game.

Newcomer
Suggested for first time chess players.

Easy
Make it easy on yourself.



Moderate
Suggested for improving players.

Hard
Test your skills.

Expert

The ultimate challenge against the Forces of the dark side!

Back

Go back to the Main Menu.

Part III: DOS

Launching the Program

You can install and run The Software Toolworks' Star Wars Chess from DOS.

DOS Version

To install the program on your hard drive and run it from DOS:

1. Put the disc in your CD-ROM drive, label side up.
2. Log to your CD-ROM drive (usually D:).
   For example, type **D**: and press **Enter.**
3. Type **DOSSETUP.BAT** and press **Enter.**
4. Follow the onscreen instructions to complete the installation.

To run the program in DOS, follow these steps:

1. Change to the directory where you installed the program as follows:
   type **CD\ SWCHESS** and press **Enter.**
2. Type **SWC** and press **Enter.**

Depending on the configuration you chose during installation, either the Space board or Throne Room board appears. From the **SWCHESS** directory, you can override your configuration and see the other board. To see the Throne Room board, type **SWC THRONEROOM** and press **Enter.** To see the Space board, type **SWC SPACEBOARD** and press **Enter.**

Returning to DOS

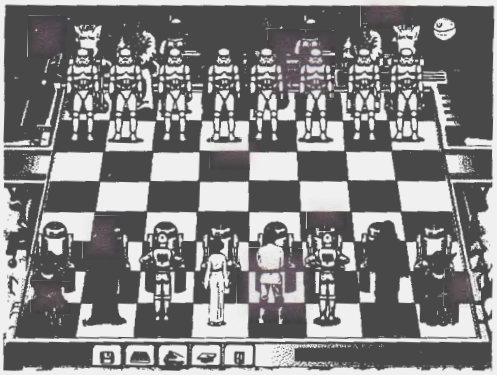
You can exit The Software Toolworks' Star Wars Chess and land in DOS with either:

Mouse: Click the **Door** command button on the Main Menu; then click the **Thumbs Up** command button to confirm that you want to exit.

Keyboard: (TAB) to the **Door** icon on the Main Menu, then press (ENTER). Next, (TAB) to the **Thumbs Up** command button and press (ENTER) to confirm that you want to exit.

Battling Pieces on the Chessboard

When you launch the program, the chessboard appears with opposing sides lined up for galactic battle.



The Software Toolworks' Star Wars Chess offers exciting action animation. Each chess piece actually walks from its source square to its destination square, and each capture is a battle! All commands appear as onscreen command buttons at the lower edge of the chessboard. When you point to a command button, a description of its function appears in the display on the lower right side of the screen. Choose menu commands and direct your battle with either the mouse or the keyboard.

Mouse

- To move a piece on the chessboard, click the square where it is standing (it lights up); then click the square where you want it to go.
- To choose a menu command, point to the command button and click. Some menu commands are menus themselves, which bring up another level of command buttons.
- To revert back to a higher menu level, right click.

Keyboard

- To move a piece on the chessboard, press cursor keys to move the onscreen arrow to the square where it is standing, then press (ENTER). Press cursor keys again to move to the square where you want it to go, then press (ENTER).
- To choose a menu command, (TAB) to it and press (ENTER).
- To revert back to a higher menu level, press (ESC). At the Main Menu, pressing (ESC) chooses the **Door** command button. Choose **Thumbs Up** to exit or **Thumbs Down** to resume play.

Using DOS Menus

The Software Toolworks' Star Wars Chess lets you choose command buttons from menus. To choose a command button with the mouse, just click it. To use the keyboard, (TAB) to the command button and press (ENTER).

The Software Toolworks' Star Wars Chess Main Menu includes five command buttons. From left to right, they are **GAME, PLAY, ACTIONS, MENTOR**, and **EXIT.** Four of those command buttons bring up another level of menu commands, as shown in the **Quick Reference** below.

There are up to three levels of command buttons. To return to a higher level menu, click the right mouse button or press (ESC).

Menu Quick Reference

Game Menu

New Game (ALT) **N**	Reset a new board
Load Game (ALT) **L**	Load a saved game
Save Game (ALT) **S**	Save the game in progress
Settings	Save, change or restore your current settings

For details, see *Game Menu.*

Play Menu

Select Players	Pick human or computer players
Look & Feel Menu	Put White on the screen top or bottom
Setup Game	Set up a position to or practice special situations

For details, see *Play Menu.*

Actions Menu

Switch Sides (ALT) **G**	Choose to play White or Black
Force Move (ALT) **F**	Force the computer to move
Take Back Move (ALT) **T**	Take back the last move
Re-play A Move (ALT) **R**	Replay the last move that you took back
Offer Draw	Ask the computer to agree to a draw

For details, see *Actions Menu.*

Mentor MEnu

Get A Hint (ALT) **H**	Ask for a hint
Play Level	Set the game time controls
Captured Pieces (ALT) **4**	See all pieces captured so far

For details, see *Mentor Menu.*

Exit Program

(ALT) **X**	Return to DOS. Choose Thumbs Up or press **Y** to exit.

Game Menu

Use the commands on the **Game Menu** to see, to save, load, or delete games, and to change settings for The Software Toolworks' Star Wars Chess.

New Game (ALT) N
Start a new game. White moves first under the banner of Luke Skywalker.

Load Game (ALT) L
Load the saved game.

Save Game (ALT) S
Save the current game in The Software Toolworks' Star Wars Chess.

Settings Menu
Use the commands on the **Settings Menu** to turn sound effects, music, and animated captures on or off, to save or load special settings, and to restore the factory defaults.

Load Settings
Load saved settings.

Save Settings
Save the current settings.

Restore Settings
Restore the default settings shipped by The Software Toolworks, Inc.

Turn Effects On/Off
Toggle sound effects on and off. When sound is off, a slash appears through the icon.

Turn Music On/Off
Toggle music on and off. When music is off, a slash appears through the icon.

Turn Captures On/Off
Toggle capture battle animations on and off. When captures are off, a slash appears through the icon.

Play Menu

Use the commands on the **Play Menu** to assign the players and where they play on the chessboard.

Select Players

Use the commands on the **Who Plays Menu** to select the White and Black players. That is, the Rebel Alliance against the Empire.

Human vs. Computer
Play *The Software Toolworks' Star Wars Chess* against your computer and watch out for its dark side!

Human vs. Human
Play *The Software Toolworks' Star Wars Chess* with a real live friend (or enemy).

Computer vs. Computer
Watch the computer play *The Software Toolworks' Star Wars Chess* against itself.

Look & Feel Menu

Use the commands on this menu to set where the White pieces (the Rebel Alliance) start on the onscreen chessboard.

White On Top
White starts at the top of the chessboard.

White On Bottom
White starts at the bottom of the chessboard.

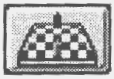
Setup Game

Instead of starting a new game, you can also arrange the pieces on the board any way you want within the legal limits of chess. This brings up a 2D board with the two Kings on it. A "grid" of pieces appears to the right of the board. Red are the Black or Empire pieces; Blue are the White or Rebels. You may not add more than sixteen pieces per side or put Pawns on the first or eighth row. This command is very handy for setting up endgame positions, practicing checkmates, solving chess problems, and exploring alternate lines of play.

To add a piece with the mouse, click it; then click the square where you want it. To remove a piece, click it, then click anywhere off the board.

To add a piece with the keyboard, press cursor keys to select it and press (ENTER); choose an empty square the same way. To remove a piece, press cursor keys to select it and press (ENTER); then press cursor keys to point somewhere off the board and press (ENTER).

Setup Game includes these command buttons:



Clear
Removes all pieces form the chessboard except the two Kings.

Done
Exits Setup Game with the board position you designed.

Note: If the setup is illegal, a message appears, and you remain in **Setup Game** until you create a legal setup.

Restore
Exits Setup Game and reverts to the last board position in the game.

White To Move
Lets White make the first move.

Black To Move
Lets Black make the first move.

Actions Menu

Use the commands on the **Actions Menu** to switch sides, force a move, take back a move, replay a move, or offer a draw.

Switch Sides (ALT) **G**

Change sides, which means the White player takes the Black pieces, and the Black player takes the White pieces. If you choose to play Black, your opponent will move first.

Note: If you choose to play Black, you can rotate the board so that White is at the top (see *Play Menu, Look & Feel Menu*).

Force Move (ALT) **F**

If you get impatient, use this command to force the computer to move, or to get the computer playing again after a takeback.

Take Back Move (ALT) **T**

Take back the last move that you made. If you take back a move made by the computer you must use **Force Move** to get the computer to start thinking about its next move.

Re-play A Move (ALT) **R**

Replay the last move that you took back.

Offer Draw

Offer your opponent a draw when you believe no one can win. Your opponent does not always accept this offer!

Mentor Menu

Use the commands on the **Mentor Menu** to ask for advice, to set game time controls, and to view captured pieces.

Get A Hint (ALT) **H**
Get a quick hint for your next move. The suggested piece's source and destination squares flash.

Play Level
Use the VCR type command buttons on this menu to set the time controls for game play. This affects how long a computer opponent has to think about its next move.

- ◀◀ **20 secs less** - Subtract 20 seconds from thinking time.
- ◀ **5 secs less** - Subtract 5 seconds from thinking time.
- ▌ **Done** - Finished changing the time controls. Let's play chess!
- ▶ **5 secs more** - Add 5 seconds to thinking time.
- ▶▶ **20 secs more** - Add 20 seconds to thinking time.

Captured Pieces (ALT) **4**
View all pieces captured so far. Click or press any key to return to the game.

Credits

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MPC Programming ..... Wynn Bailey
..... Dave Petchey

DDS Project Manager ..... David K Goodman
DOS Programming ..... Rey Castro
..... Rick Hackbarth

Additional Programming ..... Dave Cobb
..... Mike Duffy
..... Don Laabs
..... Pat McCarthy

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Production Coordination ..... Becca Martinson
Assistant Art Production ..... Chris Kosel

Capture Scripts ..... David K Goodman
..... Steve Hutchins
..... Don Laabs
..... Vicki Sidley

Storyboard and Character Art ..... Erica Benson
..... Tansy Brooks
..... Cesar De Castro
..... Jeff Griffeath
..... Dan Guerra

Animation Director ..... Kevin Coffey, Cartoonland
Digital Ink and Paint ..... Sidley Wright and Associates

Installation Program ..... John Yellott
Foreign Language Suppport ..... Al Dynarski

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..... Stefanie Smith
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..... Pete Davis
..... Brad Reynolds
..... Duncan Knarr
..... David Weisman
..... Armen Petrosian
..... David Gale

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..... Julie A. Lippold
..... Anne O'Brien
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Character Descriptions ..... David K. Goodman

Special Thanks to ..... Julia Russo and the entire Lucasfilm Ltd. staff

NOTES

NOTES

50-019.077
Rev. A

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50-019-077
Rev. A

THE SOFTWARE TOOLWORKS' STAR WARS® CHESS

Supplement

MPC CD Update

The following is updated information regarding the installation of The Software Toolworks' Star Wars® Chess

The MPC Program

You must install and run The Software Toolworks' Star Wars Chess from the Windows™ Program Manager.

To install the program on your hard drive and run it under Windows™, follow these steps:

1. Put the disc in your CD-ROM drive, label side up.
2. From the Program Manager, choose **File**, **Run**.
3. In the Command Line, type **D:\INSTALL.EXE** then choose **OK**.
   Note: If your CD-Drive is another letter, such as E, substitute E: for D: in the Command Line above.
4. Follow the onscreen instructions to complete the installation.

To run the program under Windows, make sure the disc is loaded in your CD-ROM drive and double-click the application icon.

The DOS Program

The Software Toolworks' Star Wars Chess
ONLY WORKS UNDER WINDOWS; it does not run under DOS. Please disregad Part III in the User's Guide.

Document Part Number: 50-019-101
Document Release Date: April 25, 1994

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